

## FACT SHEET

ext. 780

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## ***Pokémon Channel™***

<b>Format:</b>	Nintendo GameCube™
<b>Launch Date:</b>	December 1, 2003
<b>ESRB:</b>	E
<b>Game Type:</b>	Communication/Entertainment
<b>Players:</b>	1
<b>Accessories:</b>	Memory Card
<b>MSRP:</b>	\$29.99

### **Game Summary**

Players become great pals with Pikachu™ as they explore and interact in *Pokémon Channel*. This activity based software is highly innovative and diverse with enough entertainment value to keep young Pokémon fans engaged for hours. Players can tune-in to all types of Pokémon-themed television programs: from a news channel to a shopping network and a quiz show - they are then invited to report back to the station with their opinions.

### **Features**

- Many television programs contain mini games for the viewer to play.
- Game features an all-new, 18-minute DVD-quality animation - Pichu™ Bros. in Party Panic.
- Players can explore the world with Pikachu by traveling to beaches, mountains or forests, where they can fish, hike or star gaze - even make friends with a wild Pokémon.
- Players can choose different scenes from the Pichu Bros. animation feature and color them in with a paint tool. Finished artwork can then be displayed - and critiqued - on a television program called *Smeargle's Art Study*.
- The game contains e-Reader connectivity for the painting function. Two *Pokémon Channel* e-cards are bundled with the game (players needs a Game Boy® Advance, an e-Reader and a Game Link® cable).

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